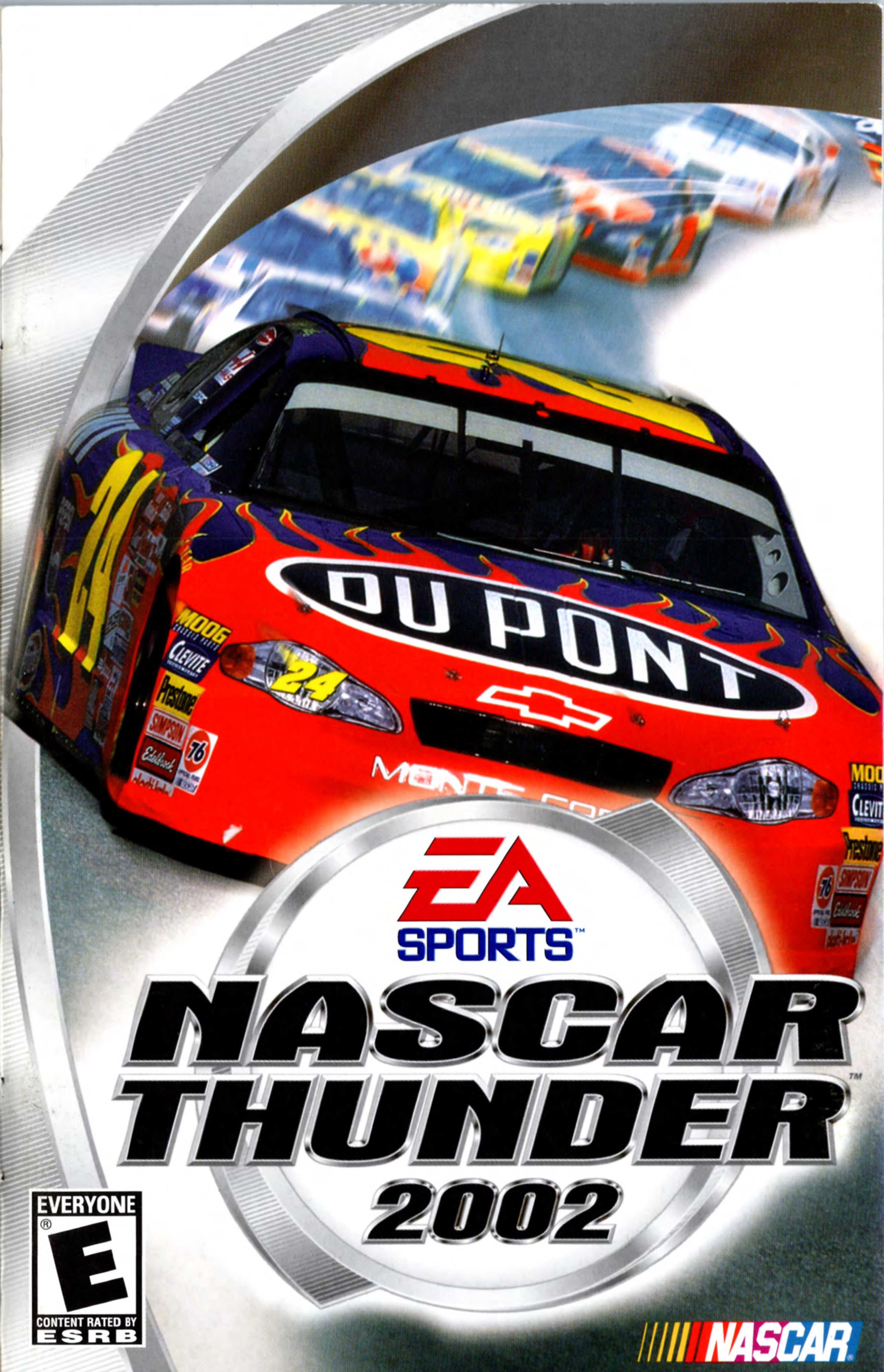
DUPONT
24
MOOG
CLEVITE
Prestone
SIMPSON
Edelbrock
76
EA SPORTS™
NASCAR THUNDER™
2002
EVERYONE
E
CONTENT RATED BY ESRB
NASCAR

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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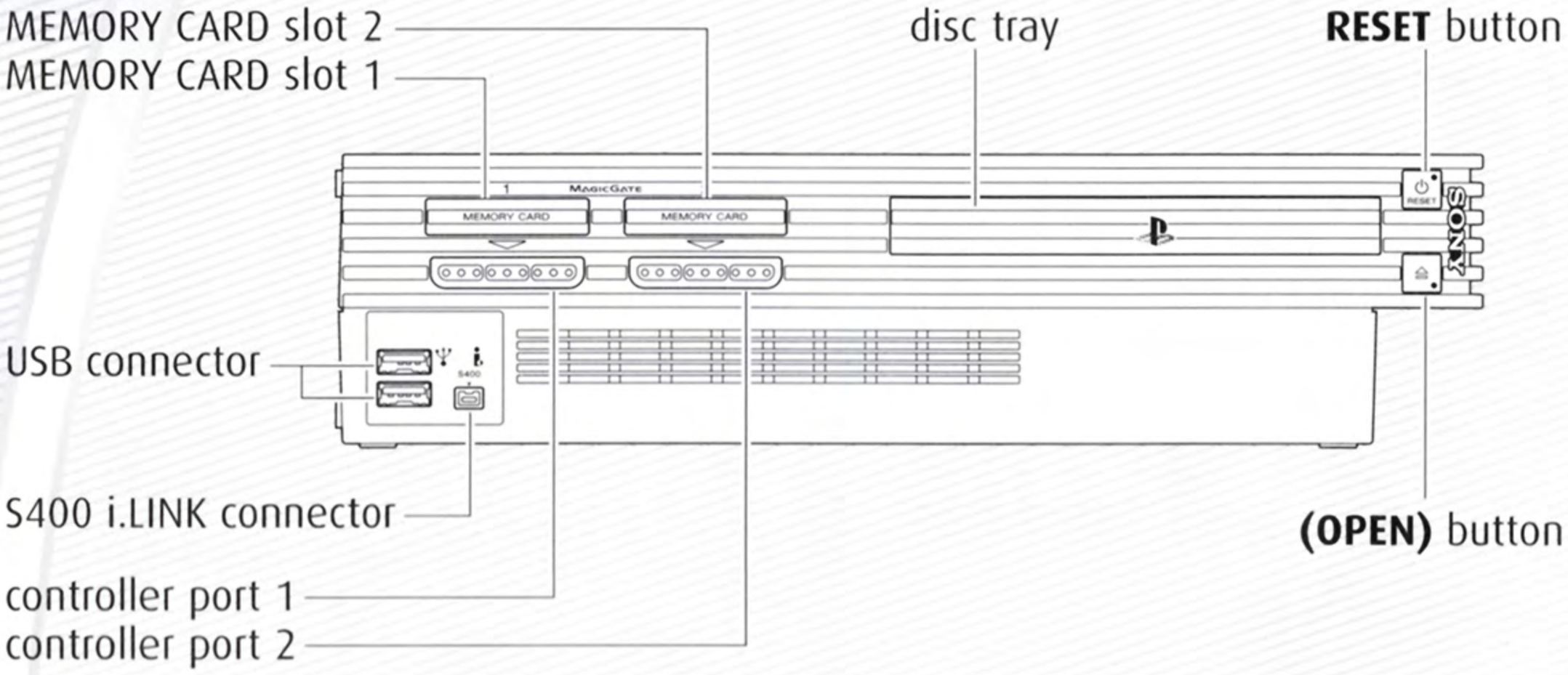
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

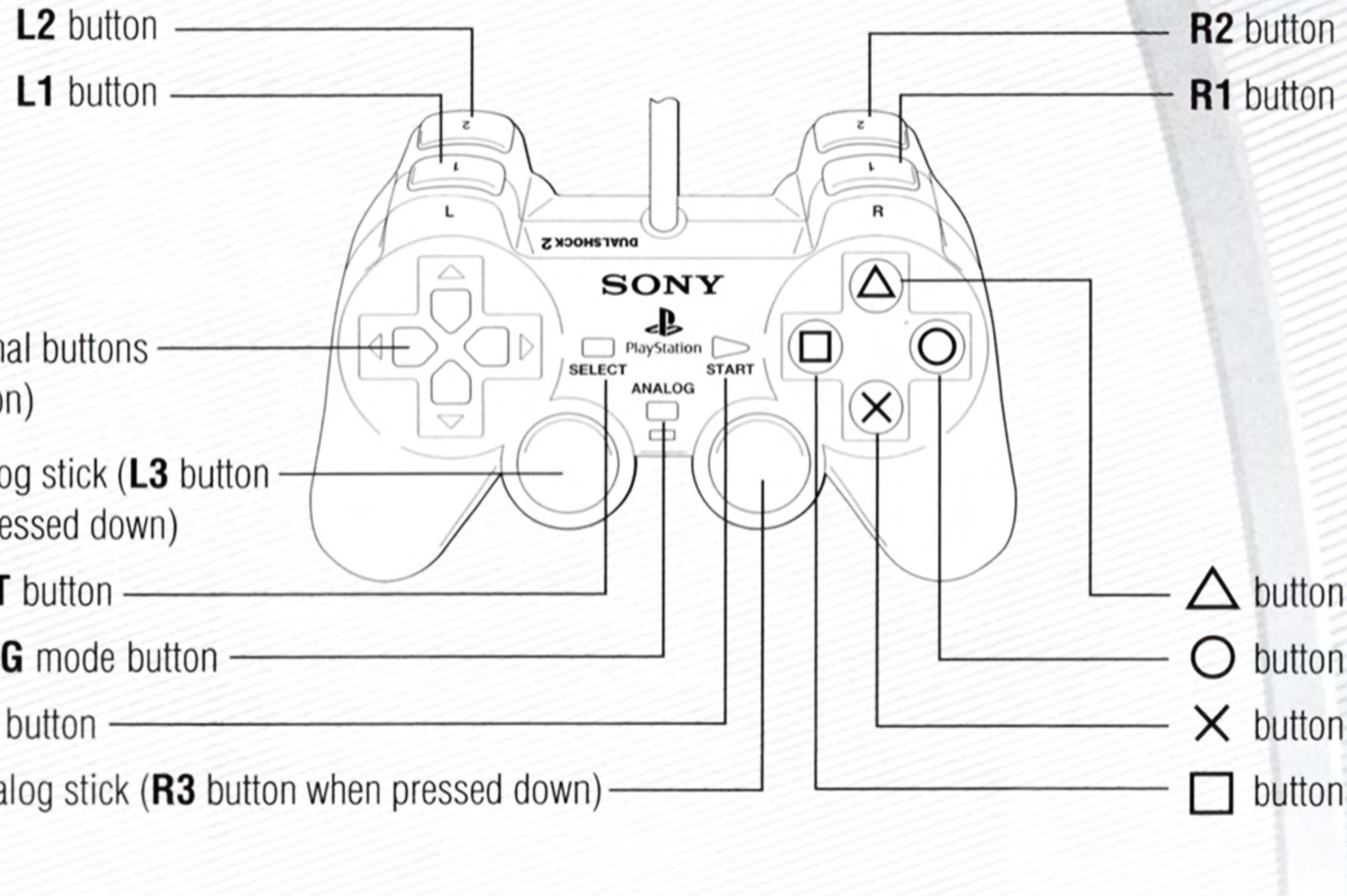


1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NASCAR Thunder™ 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

EA SPORTS NASCAR THUNDER 2002

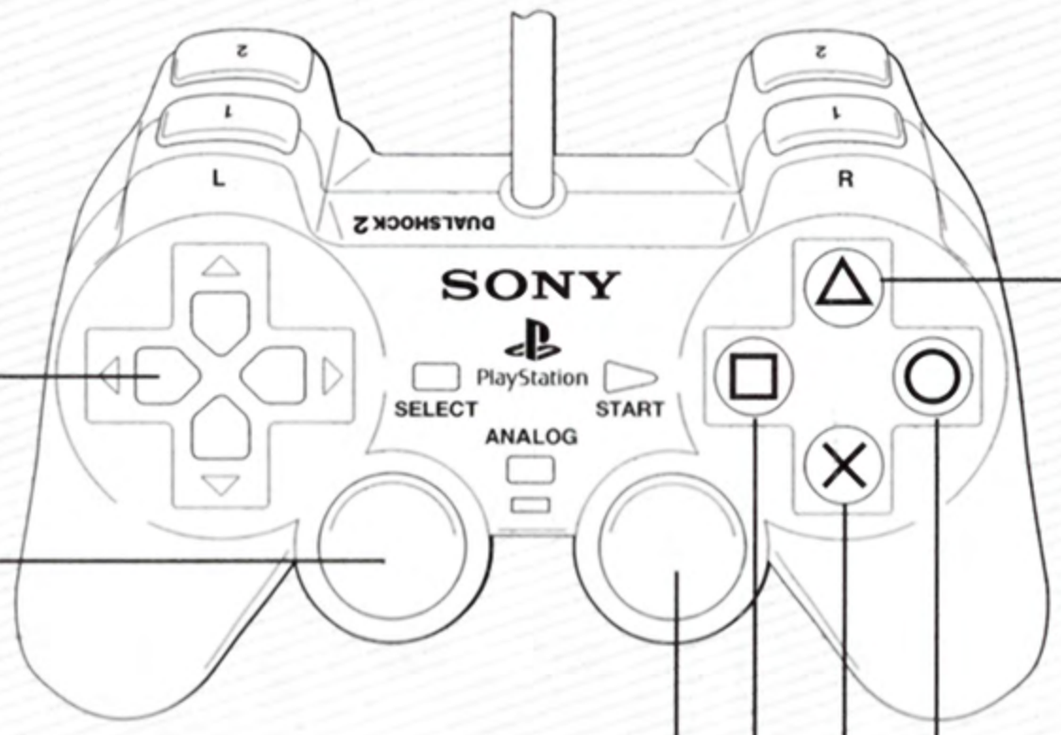
DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Learn these controls to get up to speed quickly.

GAME CONTROLS



Steer: left analog stick
or D-Button ↔

right analog stick ↓ = Reverse

right analog stick ↑ = Accelerate

right analog stick ↓ = Brake

Reverse

Change view

Accelerate

Brake

COMPLETE CONTROLS

Grab hold of these controls and race wheel-to-wheel against the top NASCAR drivers.

COMPLETE RACING CONTROLS

Steer	D-Button or left analog stick ↔
Accelerate	✖ button or right analog stick ↑
Brake	■ button or right analog stick ↓
Reverse (when already stopped)	▲ button
Change view	● button
Track map/Damage meter	**L1** button
Toggle **rear view mirror** ON/OFF	**L2** button
Toggle **HUD** ON/OFF	**SELECT** button
Shift up (manual transmission only)	**R2** button
Shift down (manual transmission only)	**R1** button
Pause Game	**START** button

MENU SCREEN CONTROLS

Highlight menu items	D-Button or left analog stick ↑↓
Cycle choices/Move sliders	D-Button or left analog stick ↔
Select/Go to next screen	✖ button
Cancel/Return to previous screen	▲ button
Help	■ button

INTRODUCTION

NASCAR Thunder 2002 roars onto your PlayStation 2 console with the most authentic and competitive racing experience anywhere. Race the tracks, cars, and stars from the thrilling world of NASCAR® and create your own legendary champion.

FEATURES

- **43 Cars On the Grid**—Full fields, with the largest number of competitors ever seen on a console.
- **Every NASCAR® Venue**—23 tracks including the new Chicagoland and Kansas speedways.
- **Top NASCAR® Drivers**—Over 50 drivers including Jeff Gordon, Tony Stewart, Dale Jarrett, Bobby Labonte, Mark Martin, and Dale Earnhardt Jr.
- **Race Multiple Seasons**—See if you can triumph as Series Champion and defend your title over multiple seasons as you build a NASCAR career.
- **Complete Career, from Rookie to Champion**—Create your own racing dynasty and race multiple years of your career. Earn money to upgrade your car by completing sponsor contracts. Win Championships to unlock new cars. Win 8 Championships to beat the record of the greatest NASCAR driver—Richard Petty.

For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

SETTING UP THE GAME

Take some time to set up your game before you run your car. You'll stand a better chance against NASCAR drivers if you've got some fundamental skills and an understanding of the track before you get behind the wheel.

MAIN MENU

From the Main menu, you can start a race, select a game mode, adjust your settings, or see what's coming up from EA SPORTS.

QUICK RACE
Jump into a race as your favorite driver on your favorite track. In Quick Race, you start mid-way up the pack, unless you choose to qualify. (➢ *On the Track* p. 9).

RACE MODES
Race your way through a NASCAR Season, build a NASCAR Career, or Create-a-Car.

SETTINGS
Choose Advanced or Standard mode (Assists), and modify or load Gameplay, Display, Controller, and Sound settings.

INSIDE EA SPORTS
Check out the EA sports lineup, view credits, or play one of the movies from the game.

STARTING A QUICK RACE

Trade paint in a single race and see if you can take the checkered flag.

To start a single race:

1. From the Main menu, choose QUICK RACE. The Quick Race options appear.
2. Highlight 1 PLAYER and press the ✖ button. The Driver Select screen appears.
3. Press the D-Button ↔ to choose a driver and then press the ✖ button to advance to the Track Select screen.

- Press the **L1** button and **R1** button to cycle through driver categories.
- To create a car, select the Create-a-Car option from the driver select screen (➢ *Creating a Car* on p. 11).

4. Press the D-Button ↔ to choose a track and then press the ✖ button to advance to the Race Weekend menu.

RACE WEEKEND MENU

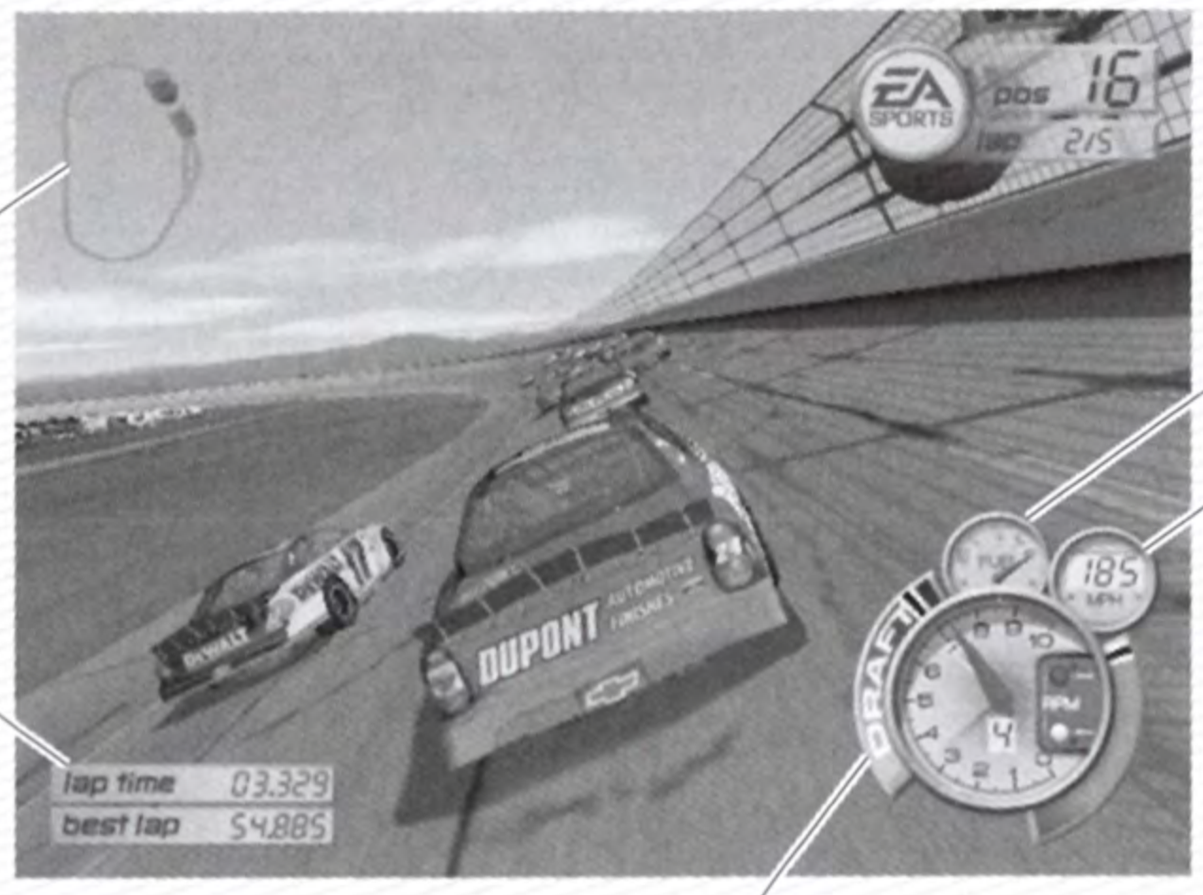
Navigate between all your NASCAR weekend events.

CAR SETUP	Get under the hood and tweak your car (➢ *Car Setup* on p. 17).
PRACTICE	Take a few practice laps around the track to learn how to handle your car.
QUALIFY	To start near or at the front of the pack, you must record a fast qualifying time. If you don't qualify before a race, you automatically start from the back of the field, except in a Quick Race, where you start in the middle.
START RACE	Go to the track for the start of the race.
QUIT	Return to the Main menu.

ON THE TRACK

This section gives you all the info you need to dominate a speedway, superspeedway, short track, or road course.

RACE SCREEN



FLAGS

GREEN

The green flag indicates the start of the race. When the green flag drops, it's time to step on the gas. The green flag also appears after a yellow caution flag during the race.

YELLOW

The yellow flag cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track. Cars on the lead lap may pit on the first lap under yellow after NASCAR officials open pit road.

NOTE: When the yellow flag comes out, all the cars are computer controlled. Get ready to resume control when the green flag appears.

WHITE

The white flag indicates that the lead driver is in his final lap of the race. This is your last chance to catch the leader. If you're in front, hold the lead because the pack will be making a last-ditch effort to hunt you down.

CHECKERED The checkered flag indicates that the lead driver has crossed the finish line and won the race.

- ❖ Following the race and the race highlights, the Race Stats screen displays each driver's finishing position and time/laps behind the leader.
- ❖ After a Season or Career race, the Season Standings screen appears. When you exit the Season Standings, the Season menu appears.

PIT STOPS

There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when it's time to refuel, change the tires, or repair damage.

- ❖ There is a pit entry speed limit of 100mph. If you exceed this speed limit, a five second penalty is added to your pitstop time.

To make a successful pit stop:

1. Decide which services you want before entering the pits.
2. Enter pit road. The computer takes control of your car and the Pit Options menu appears.
3. Select options before your car comes to a stop.
4. When the pit stop is complete, your car pulls out of its stall. Hit the accelerator as you exit pit road to get back on the track.

PAUSE MENU

➲ To bring up the Pause menu, press the **START** button at any time during the race.

RESUME RACE Return to the track.

RESTART RACE Restart the race from the green flag.

PIT OPTIONS Set new defaults for when you next enter pit row.

CAR SETUP Adjust car setup (➢ p. 17).

- ❖ Car Setup can only be accessed during Practice or Race Weekend.

RACE STATS View race stats by driver.

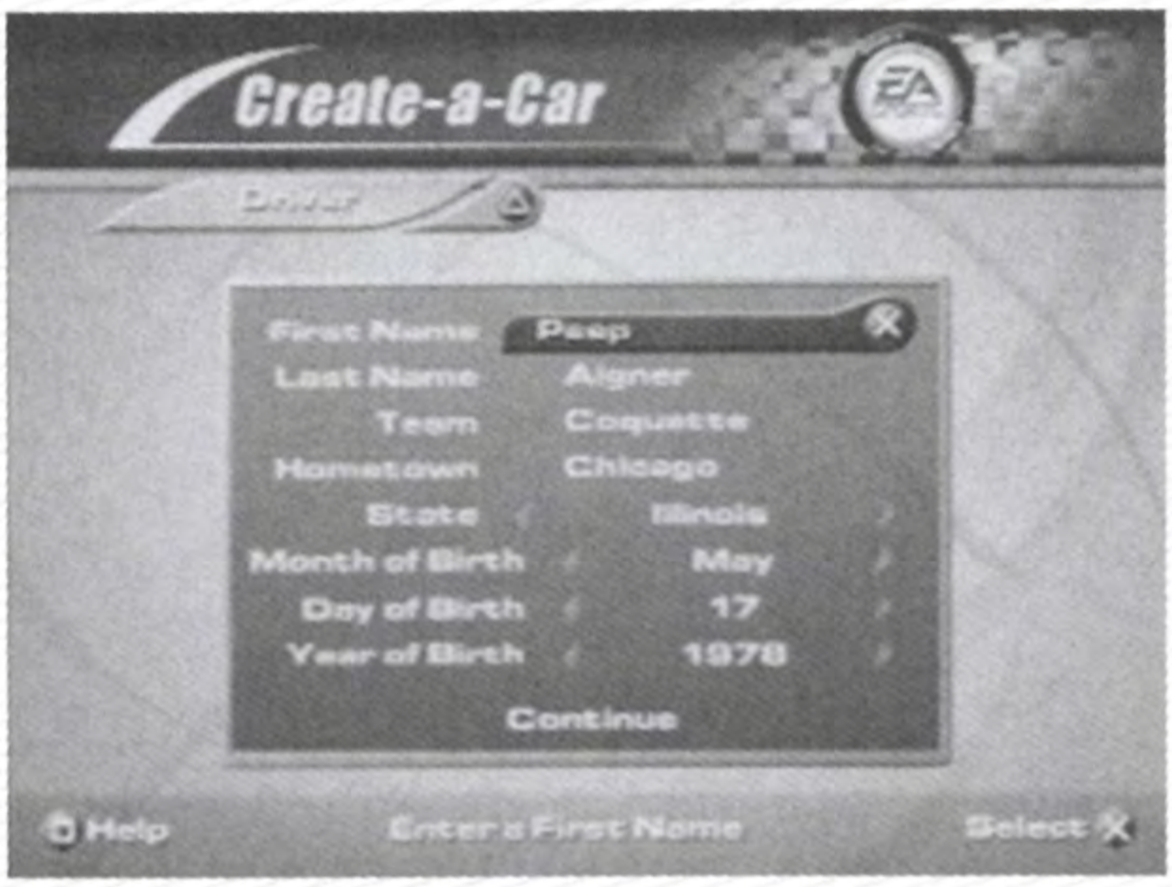
SETTINGS Adjust your settings (➢ p. 11).

QUIT RACE Abort the race and return to the Main menu.

CREATING A CAR

Design your very own NASCAR car and put yourself in the driver's seat.

DRIVER Highlight the Driver tab and press the ✖ button to edit your created car's driver information, including name, team, birth date, and more.



CAR Select the make, scheme, number, and style of number.

- ❖ You can also select a Pre-Fab car and tweak it to your liking.

COLORS Select main, secondary, highlight, and number colors.

SPONSORS Choose primary, secondary, associate, and contingency sponsors.

SETTINGS

Adjust the settings to suit your style of racing.

NOTE: Default options are listed in **bold** in this manual.

GAMEPLAY

AI DIFFICULTY Race as a **ROOKIE**, VETERAN, or LEGEND. The difficulty level increases with experience.

RACE LENGTH **3**, 5, 10, 25, 50, 100%.

UNLIMITED FUEL/TIRES When **ON** cars never run out of fuel and their tires never wear. When OFF, you will need to pit for tires and fuel.

DAMAGE Set the durability of the cars on the track. When ON, cars that sustain enough damage can be eliminated from the race. When **LIMITED**, if your car gets damaged, press brake to have it auto-repaired. When OFF, cars sustain no damage.

YELLOW FLAGS When ON, whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution (the computer controls your car while the yellow flag is out). Set this option ON/**OFF**.

SPEED COMP Available in Multiplayer Mode only. Set **ON** to give the trailing car a boost, giving them a chance to catch up. Choose off to disable this feature.

DISPLAY

LEADERBOARD Toggle the Leaderboard ON/**OFF**.

INFO DISPLAY Choose to display **TRACK**, DAMAGE, or NONE.

CAMERA ANGLE Choose **CLOSE CHASE**, FAR CHASE, BUMPER, COCKPIT, or ROOF camera view.

REAR VIEW MIRROR Toggle ON/**OFF**.

WIDESCREEN Toggle ON/**OFF**.

ASSISTS

Some mode settings are the same as those mentioned in the Gameplay Settings menu (➢ p. 11). Duplicates have been omitted.

MODE Toggle between **STANDARD** or ADVANCED. This reads "Custom" if you select a combination of on and off settings.

INFORMATIVE BEST LINE When ON, the quickest path around the track is indicated by a multi-colored line.

STABILITY CONTROL When **ON** or OFF, helps control the steering and traction of your car to help you keep a line. If you want a more challenging driving experience, set this to OFF.

AUTO BRAKE When **ON**, provides help braking in corners.

CONTROLLER

Choose one of four controller configurations.

➲ From the Controller Settings screen, press the D-Button ↔ to cycle through the setup choices, then press the ▲ button to accept the setup shown and exit.

NOTE: Controls listed in this software manual are from Configuration 1.

SOUND

Adjust speech, sound effects, engine, and music volume, and set the speech type and sound channels.

SEASON MODE

You don't have to win every race to end the season on top. Compete consistently in a series of races in quest of a NASCAR championship.

To start a new Season:

1. From the Main menu, choose RACE MODES. The Race Mode options appear.
2. Highlight SEASON and press the ✖ button. The Season options appear.
3. Highlight NEW and press the ✖ button to advance to the Season Introduction screen.
4. Read the introduction and press the ✖ button to advance to the Season Setup screen.

➲ To load a saved season, choose LOAD from the Season Mode options.

SEASON SETUP MENU

From the Season Setup menu you can choose your schedule, and set NASCAR options. After choosing OK here, you are taken to the Season Driver Select screen. Selecting your driver works similarly to selecting a driver for a Quick Race (➢ *Starting a Quick Race* on p. 8). Most of the items on the Season Setup menu are explained in Settings (➢ p. 11), except Number of Users and Schedule explained below.

NUMBER OF USERS Choose 1–4 Players.

SCHEDULE Set the number of races in your season (**12 RACES**, 24 RACES, 36 RACES, or CUSTOM).

How to use a Custom Schedule:

1. From the Season Setup menu, choose a CUSTOM schedule and then continue to the Custom Schedule screen.
2. From the top window choose ADD RACE and press the ✖ button. The cursor moves to the lower left window.
3. Press the D-Button ↑↓ to scroll through the races. When the race you want to add to your schedule is highlighted, press the ✖ button.
4. Continue in this way until you've selected all of the races you want to include in your custom season. Then press the ▲ button to move the cursor to the upper window.
5. Choose DONE and press the ✖ button to advance to the Driver Select screen.

➲ To remove a race from your custom season, select REMOVE RACE and press the ✖ button. Then select the race to be removed in the same way that you selected races to add.

➲ After you have setup your season, press the ✖ button to continue to the Driver Select screen.

➲ Press the D-button ↔ to cycle through available drivers. Press the ✖ button to select your driver.

➲ To create a car, cycle through until the Create-a-Car option appears and then press the ✖ button to select (➢ *Creating a Car* on p. 11).

SEASON MENU

RACE WEEKEND — Start the next race.

STATS/INFO — View driver standings, stats, and awards.

SETTINGS — Choose Advanced or Standard mode and adjust gameplay, display, controller, and sound settings.

SAVE SEASON — Save the current season and stats.

NASCAR® POINTS SYSTEM

Rack up some points and you don't have to take the checkered flag every race to end up the Season Champ. The chart below indicates the points awarded for the top 24 spots.

POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1	175	**9**	138	**17**	112
2	170	**10**	134	**18**	109
3	165	**11**	130	**19**	106
4	160	**12**	127	**20**	103
5	155	**13**	124	**21**	100
6	150	**14**	121	**22**	97
7	146	**15**	118	**23**	94
8	142	**16**	115	**24**	91

- Drivers who finish below 24th place receive three points less for each position (e.g., 25th place receives 88 points; 27th place receives 82).

BONUS POINTS

In addition to earning points based on finishing position, you can earn bonus points for leading at any point during the race.

- Each driver who leads the race for at least one lap receives 5 bonus points.
- The driver who leads for the most laps in a race receives an additional 5 bonus points.

CAREER MODE

Go for the championship. Create your car and drive your way to the top. Upgrade your car through money you earn in sponsorship deals and races.

To start a new Career:

1. From the Main menu, choose RACE MODES. The Race Modes options appear.
2. Choose CAREER and press the ✖ button. The Career Mode options appear.
3. Choose NEW and press the ✖ button. The Career Introduction screen appears. Read the intro and press the ✖ button to advance to the Career Setup menu.

4. Read the intro and press the ✖ button to advance to the Career Setup menu.

❖ The Career Setup menu is similar to the Season Setup menu (➢ *Season Setup* on p. 13 for more information).

5. After you have set up your career, press the ✖ button to continue to the Driver Select screen.

❖ You can only use created cars in Career Mode. If you do not have a previously saved created car on a memory card (8 MB) (for PlayStation®2), then you need to create one here by choosing Create-a-Car at the Driver Select screen (➢ *Creating a Car* on p. 11).

➲ To load a saved career, choose LOAD from the Career Mode options.

SPONSORSHIP

The Career menu is similar to the Season menu with the exception of Car/Sponsorship options.

OFFERS — Review your Primary, Secondary, Associate, and Package sponsorship offers. Be sure to note how you're expected to perform and what salary you'll earn.

➲ Press the **L1** button and **R1** button to cycle through types of sponsors.

STATUS — Review your sponsorship contracts and your progress and status in terms of your goals.

HISTORY — Check out your races, income, and success.

NOTE: You need to complete a sponsorship task before the history tab will appear.

CAR ATTRIBUTES — If you have enough money, purchase upgrades to improve your race car.

MODIFY CAR — Change the look of your car at any point in your career, unless you have a Package Sponsor.

CAR SETUP

Before you take on the pros, set up your car to suit your driving style and the track you're racing on.

- ❖ Watch the meters on the right side of the screen to see how your changes affect your car's handling, top speed, acceleration, tire wear, and steering response.
- ➲ Press the **L1** button or **R1** button to toggle between meters and the baseline settings for each track.
- ➲ Press the **L2** button or **R2** button to cycle through tracks when baseline settings are shown.

TRANSMISSION

An **AUTOMATIC** transmission provides a smooth, no-hassle race, but a MANUAL transmission lets you squeeze more out of each gear.

TIRE PRESSURE

Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wear.

REAR SPOILER

Increasing the degree of the Rear Spoiler provides better grip to the rear tires, but sacrifices top speed due to aerodynamic drag.

SUSPENSION

Higher suspension settings increase the speed and amount of available steering. Try softer suspension settings on faster tracks and tighter settings on short tracks and road courses.

WEDGE

Wedge lets you distribute weight to different corners of the car. Increasing wedge adds weight to the left rear corner and tightens up the car (car tends to lose grip in the front first). Decrease to transfer weight to the right front for a loose-running car (car tends to lose grip in the rear first).

GEAR RATIO

Set the height of your gear ratios. If you have a short gear ratio, you can accelerate quicker, but top speed is lower. Taller gears provide greater speed, but takes longer to get up to speed.

DEFAULT SETUP Reset all options to their original settings.

SAVE SETUPS Save your setup to a memory card.

LOAD SETUPS Load your setup from a memory card.

➲ Press the ▲ button to exit the screen. Accept or reject your changes in the pop-up.

SETUP TIPS

Your car setup can dramatically affect your driving performance. Check out these tips to get a crash course on how different settings can influence your race performance.

❖ More spoiler means more downforce and grip, but less top speed. Lower the spoiler as much as you can and still control your car.

EA TIP: Use baseline (in Car Setups) to compare one track to other similar tracks. If you have a good setup on one track, it will probably work well on a similar track.

❖ Suspension makes your car more responsive. Increase it to as much as you can handle.

❖ On most tracks, you want to change the gear ratio so that you just barely red-light your engine at the end of the longest straightaway.

EA TIP: You can load/save separate car setups for qualifying and racing. For Qualify setups, you don't need to worry as much about blowing an engine or wearing your tires, among other things.

EA TIP: Wedge makes you tighter (right, positive) or looser (left, negative). If you do a two-tire pit change, change your wedge to counteract the effects of tire wear that make your car run tight or loose. Remember: righty tighty, lefty loosey.

TRACK TIPS

Different tracks call for different setups. You'll want to experiment with different setups during practice to see what settings work best with your driving style on a particular track. But below we've listed a few general tips to get you started.

- On SHORT TRACKS use lower gear ratios, a high spoiler, and higher suspension.
- For SPEEDWAYS, set medium gear ratios, about a 60 degree spoiler, and medium suspension.
- For SUPERSPEEDWAYS, use high gear ratio, set your spoiler as low as you can, and adjust for lower suspension.
- On ROAD COURSES, use a mix of short track and speedway strategies, depending on the nature of the specific course.

SAVING AND LOADING

Save your created cars and favorite settings to a memory card for easy access to racing the way you like it.

To save settings:

1. After you adjust your settings, press the ▲ button to return to the Main menu. A prompt appears asking if you'd like to save your settings.
2. Choose YES and press the ✖ button to save your settings. The Save File screen appears.

- To select a memory card slot, press the **L1** button and **R1** button.
- To view all saved files (not just saved settings), press the **L2** button or **R2** button.

3. Press the ✖ button to save your settings file. If you've already saved a settings file, you will overwrite your old settings with the new file.

- You can only save one settings file per memory card.
- To delete a file, highlight it and press the ● button.

To save a created car:

1. After you finish inputting your Create-a-Car choices, select done in the Sponsorships tab. A pop-up appears asking if you want to save your created car.

2. Choose YES and press the ✖ button to save your car. The Save File screen appears.

- To select a memory card slot, press the **L1** button and **R1** button.
- To view all saved files (not just create-a-cars), press the **L2** button or **R2** button.

3. Press the ✖ button to save your create-a-car file.

- If you want to overwrite a created car, highlight the file to overwrite and press the ✖ button.
- To delete a car, highlight it and press the ● button.
- To save more than one created car, save each car to a different slot.

To load saved settings:

1. From the Main menu, choose SETTINGS. The Settings options appear.

2. Choose LOAD and press the ✖ button. The Load File screen appears.

3. Highlight the settings file you want to load and press the ✖ button.

- To navigate between memory card slots, press the **L1** button and **R1** button.
- Saved Settings are automatically loaded on startup if you have your memory card inserted.

To load a car:

- Saved Created Cars are automatically loaded on startup if you have your memory card inserted. To load created cars after starting, press the ● button at the Driver Select screen.
- Your created cars appear at the end of the NASCAR drivers. Press the D-Button ↔ or the **L1** button and **R1** button to cycle through the drivers/cars until you see your created car and driver.

NOTE: Never insert or remove a memory card when loading or saving files.

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Crew Chief, Color: Dennis Hopkins

Spotter: Anthony Holston

Crew Chief: Cyndi Vicino

Spotter: Miriam Suanders

MUSIC

"Sweet Home Alabama"

Performed by Lynyrd Skynyrd

Written by Ronnie VanZant, Edward King and Gary Rossington

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Driver Photography, Statistics: NASCAR

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NASCAR Images

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